



ESPE
UNIVERSIDAD DE LAS FUERZAS ARMADAS
INNOVACIÓN PARA LA EXCELENCIA

INFORMATION TECHNOLOGY ENGINEERING

WSF

WORKSHOP 14

Humane Interface: Four Laws

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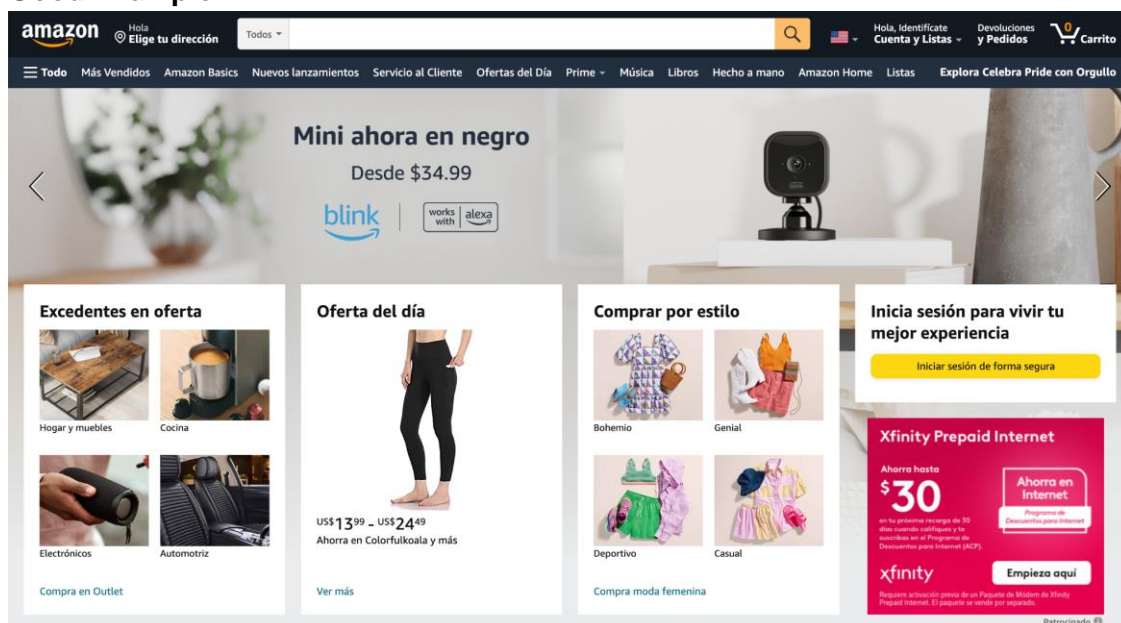
ING. EDISON LASCANO

Humane Interface: Four Laws

- 1st Law: A computer shall not harm your work or, through inaction, allow your work to come to harm.
- 2nd Law: A computer shall not waste your time or require you to do more work than is strictly necessary.
- 3rd Law: An interface is humane if it is responsive to human needs and considerate of human frailties.
- 4th Law: The user should set the pace of interaction

TEAM 2
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18 SINCHE PINTAG JONATHAN DAVID
22 TRUJILLO CAÑADAS NICOLE ESTEFANIA

Good Example



A good example of the 2nd law is amazon main page, the page recommends the things that you might like, and only if is extremely necessary you have to write in the search bar.

Example Bad:



A bad example of the second law is the Scribd page where it shows a small piece of necessary information and then asks you to register and have to pay to access it.